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WHAT IS CLAIMED IS:

1. A game management system for managing various games that utilizes a roulette wheel with a plurality of pockets formed therein and a bet board having a plurality of bet areas formed corresponding to the pockets of the roulette wheel and that utilizes a chip betted on at least one of the bet areas while anticipating on which one of the pockets a roulette ball thrown in the roulette wheel stops,

the game management system comprising:

first detecting means arranged on the roulette wheel for detecting a position of the pocket where the roulette ball stops on the roulette wheel, and types of value in the game corresponding to the pocket;

second detecting means arranged on the bet board for detecting a bet position and bet value of the chip when the chip is betted on the bet area;

payout calculating means for calculating a payout in the game based on the position of the pocket where the roulette ball stops and the value in the game detected by the first detecting means, the bet position and the bet value of the chip detected by the second detecting means; and

managing means for managing a history of the game based on a result detected by the first detecting means, a result detected by the second detecting means and the payout calculated by the payout calculating means.

2. The game management system according to claim 1, further comprising:

identification card issuing means for issuing an identification card identifying a participant participating in the various games; and

reading means for reading information identifying the participant recorded in the identification card issued by the identification card issuing means;

wherein the managing means manages the history of the game

corresponding to the information identifying the participant read by the reading means based on the result detected by the first detecting means, the result detected by the second detecting means and the payout calculated by the payout calculating means.

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3. The game management system according to claim 2, wherein the identification card has a deposit reference part for referring a deposit deposited by the participant therein, and

wherein the participant continues the game according to the deposit
10 read from the deposit reference part.

4. The game management system according to claim 1, wherein the first detecting means comprises:

a first transmitting antenna and a first receiving antenna both of which
15 are arranged parallel with each other on each of the pockets;

a first scanning driver connected to both the first transmitting antenna and the first receiving antenna;

a second transmitting antenna and a second receiving antenna both of which are arranged parallel with each other on each of the pockets, so as to
20 cross the first transmitting antenna and the first receiving antenna at right angle; and

a second scanning driver connected to both the second transmitting antenna and the second receiving antenna.

25 5. The game management system according to claim 4, wherein the first detecting means detects the pocket where the roulette ball stops by detecting a change of receiving state in electric wave detected by the first receiving antenna and the second receiving antenna, when scanning electric wave is

sent from the first transmitting antenna by the first scanning driver and is sent from the second transmitting antenna by the second scanning driver.

6. The game management system according to claim 5, further comprising:
5 identification information recording means arranged in the roulette ball, identification information identifying the roulette ball being recorded in the identification information recording means;

wherein the identification information includes at least information in connection with origin of the roulette ball, a place where the roulette ball can
10 be utilized and a kind of the roulette ball.

7. The game management system according to claim 6, wherein the identification information recording means comprises a subminiature wireless ID tag embedded in the roulette ball, and
15 wherein the identification information recorded in the subminiature wireless ID tag is read by the first detecting means.

8. The game management system according to claim 7, wherein it is determined whether the roulette ball can be utilized in the game or not, based
20 on the identification information read by the first detecting means.

9. The game management system according to claim 1, wherein the second detecting means comprises:
a first transmitting antenna and a first receiving antenna both of which
25 are arranged parallel with each other on each of the bet areas of the bet board;
a first scanning driver connected to both the first transmitting antenna and the first receiving antenna;
a second transmitting antenna and a second receiving antenna both of

which are arranged parallel with each other on each of the bet areas, so as to cross the first transmitting antenna and the first receiving antenna at right angle; and

5 a second scanning driver connected to both of the second transmitting antenna and the second receiving antenna.

10. The game management system according to claim 9, wherein the second detecting means detects the bet area where the chip is betted by detecting a change of receiving state in electric wave received by the first receiving
10 antenna and the second receiving antenna, when scanning electric wave is sent from the first transmitting antenna by the first scanning driver and is sent from the second transmitting antenna by the second scanning driver.

11. The game management system according to claim 10, further
15 comprising:

chip information recording means arranged in the chip, chip information being recorded in the chip information recording means;

wherein the chip information includes at least information in connection with a specific number for identifying the chip, bet value and a place where
20 the chip is utilized.

12. The game management system according to claim 11, wherein the chip information recording means comprises a subminiature wireless ID tag embedded in the chip, and

25 wherein the chip information recorded in the subminiature wireless ID tag is read by the second detecting means.

13. The game management system according to claim 9, further comprising:

a measuring means arranged corresponding to each of the bet areas in the bet board;

wherein the measuring means calculates a number of the chips based on unit weight of one chip.

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14. The game management system according to claim 13, wherein the measuring means comprises a semiconductor pressure sensor.

15. The game management system according to claim 13, wherein it is
10 determined whether the chip is forged or not by comparing the calculated number of the chips by the measuring means with the result detected by the second detecting means.

16. The game management system according to claim 15, wherein it is
15 determined that the chip is forged when the calculated number of the chips does not coincide with the result detected by the second detecting means.

17. A game system for conducting various games that a roulette wheel with a plurality of pockets formed therein and a bet board having a plurality of bet
20 areas formed corresponding to the pockets of the roulette wheel are utilized and a chip is betted on at least one of the bet areas while anticipating on which one of the pockets a roulette ball thrown in the roulette wheel stops,

the game system comprising:

a first detecting device arranged on the roulette wheel for detecting a
25 position of the pocket where the roulette ball stops on the roulette wheel and types of value in the game corresponding to the pocket;

a second detecting device arranged on the bet board for detecting a bet position and bet value of the chip when the chip is betted on the bet area; and

a payout calculating device for calculating a payout in the game based on the position of the pocket where the roulette ball stops and the value in the game detected by the first detecting device, the bet position and the bet value of the chip detected by the second detecting device.

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18. A game management system for managing various games conducted in game arcades installed in a casino arranged in a hotel,

the game management system comprises:

an identification card issuing device installed in the hotel for issuing an
10 identification card which is issued to a guest of the hotel when checking in to identify the guest, the guest being able to utilize various services provided in the hotel by using the identification card;

a reading device installed in the casino for reading information identifying the guest recorded in the identification card issued by the
15 identification card issuing device; and

a managing device for managing a history of the game conducted in the game arcades corresponding to the information identifying the guest read by the reading device.

20 19. The game management system according to claim 18, wherein the identification card has a deposit reference part for referring a deposit deposited by the guest of the hotel therein, and

wherein the guest continues the game according to the deposit read from the deposit reference part.

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20. The game management system according to claim 18, further comprising:

a game medium issuing device for issuing a game medium utilizable in

the game arcades by using the identification card.